



HOKUTO IS THE JAPANESE NAME OF THE WARRIORS SERIES



GAME

BUT...

THERE WAS
A MAN WHO
LAMENTED
THIS TURN
OF EVENTS

AS
THE GAMING
INDUSTRY
SPREAD
THROUGHOUT
THE WORLD,
ITS DOMESTIC
MARKET WAS
STAGNATING...

THE KIDS
WHO USED
TO ENJOY
NINTENDO GREW
OUT OF GAMING
ENTIRELY



北斗無双を創った男たち

~ゲーム業界の救世主~

THE MEN WHO CREATED HOKUTO MUSOU
~SAVIORS OF THE GAMING WORLD~

By HIROSHI ARIMUKI
special thanks KOEI

PART 1
24 PAGES

THE PRIDE OF GAME CREATORS!
EVERYTHING IS FOR THE USERS!

THAT
MAN...

IS THE
PRODUCER OF
THE KESSEN
AND SAMURAI
WARRIORS
SERIES, KOEI
PRODUCER
KONUMA
HISASHI!

業界初!! 超お宝グッズが当たる
合同プレゼントキャンペーンの
詳細はP.186に掲載!!!



THERE
MUST BE A
MEANING
TO THIS

AND YOU
KNOW
HE'S GOING
TO BE RIPPED
ABOUT IT

WELL, WE'LL
KNOW WHEN
HE COMES

DIRECTOR OF
HOKUTO MUSOU,
KANOU NACHITO



ガシャガシャ
ジャブジャブ

HUH?
OH, SORRY.
I WASN'T
LISTENING

RIGHT,
KOBAYASHI

HOKUTO MUSOU
CG SENIOR LEADER,
KOBAYASHI KEITA



HE MUST
BE PLANNING
SOMETHING...
SOMETHING
BIG...

HE'S
GOT
ALL THE
BEST ACTION
GAME DESIG-
NERS



IT LOOKS
LIKE KOBAYASHI'S
MADE REALLY
SOME CHOICES
IN HIS TEAM
SELECTION...

YOUR
MUSIC'S
FAIR TOO
LOUD, KOBAYASHI...





"HOKUTO
NO KEN"



"HOKUTO NO KEN" IS
A MANGA
WRITTEN BY
BURTONSON AND
DRAWN BY
TETSUO HARA

IT'S AN EPIC
VIOLENT ACTION
MANGA ABOUT
KENSHIRO, THE
SUCCESSOR OF
HOKUTO SHINKEN,
WHO FIGHTS AS
A SAVIOR IN A
POST-APOCALYPTIC
WORLD RULED
BY VIOLENCE.

[HTTP://WWW.HOKUTONOGUN.COM](http://www.hokutonogun.com)



EVEN
THOUGH
SERIALIZATION
ENDED IN 1988,
THE FRANCHISE
HAS SPAWNED
MANY GAMES,
MOVIES,
PACHINKO
GAMES...

AS WELL
AS OTHER
ADAPTIONS
IN VARIOUS
FORMS OF
MEDIA TO
THIS DAY

北斗の拳



IT BECAME
THE WEEKLY
SHONEN JUMP'S
MOST POPULAR
WORK SHORTLY
AFTER ITS
FIRST PUBLICATION
IN 1983..

AND SOLD
OVER 100
MILLION
TANKOBON
WORLDWIDE

北斗の拳×無双シリーズ! 北斗無双 第1巻



SHONEN
COMICS
VOLUME 1
「蒼天の拳」 第21巻
原作 武論尊

第21巻

「蒼天の拳」の主人公の成長と戦いの物語。第21巻は、主人公の成長と戦いの物語。第21巻は、主人公の成長と戦いの物語。

NOW ON SALE



THE
"MUSOU SERIES"
IS THE ACTION
GAME MASTER-
PIECE OF THE
KOEI VIDEO
GAME CREATORS

IT'S A
GROUND-BREAKING
ACTION SERIES
THAT AIMS TO
GIVE THE PLAYER
A THOROUGH SENSE
OF EXHILARATION

[HTTP://WWW.KOEI.COM/WORDPRESS.COM](http://www.koei.com/wordpress.com)

AS OF 2010,
KOEI HAS SOLD
OVER 22 MILLION
COPIES OF
THESE GAMES



THE SERIES
STARTED WITH
"DYNASTY
WARRIORS" AND
GAINED STEADY
RECOGNITION
THROUGH THE
RELEASE OF
"SAMURAI
WARRIORS"

TO GREAT
SUCCESS



THEY EVEN
COLLABORATED
WITH THE
SUPER TITLE
"MOBILE SUIT
GUNDAM"...

BUT IT WILL
FAITHFULLY
REPLICATE THE
WORLD OF
HOKUTO NO KEN.
I WANT YOU TO
FORGET ALL
THE PAST MUSOU
GAMES.

IF ANYONE
DISAGREES,
THEN I SUGGEST
YOU STEP
DOWN NOW

THIS WILL
BE CONSIDERED
ONE OF THE
MUSOU SERIES



ALL THE
MUSOU
GAMES?



おわ

FOR-
GET...



HLH?!



BUT OUR ONCE
GAMING LOVING
GENERATION IS
TURNING ITS
BACK ON VIDEO
GAMES

NOT
ONLY DO
WE HAVE A
DECLINING
BIRTHRATE

I'M SURE
YOU'RE ALL
AWARE THAT
GAMING HAS
STAGNATED
AS OF LATE

AND SHONEN
JUMP WAS ALSO
QUITE POPULAR
AT THE SAME TIME

GAMING WAS
AT ITS PEAK
IN THE DAYS
OF THE
NINTENDO





THEN I
BELIEVE
HOKUTO
CAN MAKE
IT NOW

MOREOVER,
IF HOKUTO
NO KEN WAS
LIKE THE BIBLE
TO US BACK
THEN...

HAS
THE
POWER
TO DO
JUST
THAT!

AND A
HOKUTO
MUSOU
GAME...

WE WILL
BRING BACK
THOSE WHO
HAVE LEFT
GAMING!



*ZERO IS THE JAPANESE EQUIVALENT OF THE EURO.



A	ALL AGES
B	12 & UP
C	15 & UP
D	17 & UP
Z	18 & UP

THIS GAME'S BRUTALITY MIGHT LAND IT A Z

IT GOES FROM "A" FOR ALL AGES TO "Z" FOR 18 AND UP

"CERO" IS THE SYSTEM OF CLASSIFICATION BY WHICH GAMES ARE JUDGED SUITABLE FOR THE VARIOUS AGE GROUPS



AND THAT WOULD MAKE IT DIFFICULT TO SELL IN THE STORE-FRONTS

HOW ARE THESE GENRES THE SAME?



A GAME WITH A Z (18+) RATING WOULD BE SHELVED IN WITH THE ADULT GAMES

JUST ONE RANK DIFFERENCE WOULD BE PROBLEMATIC

WHAT SHOULD WE DO?

A Z RATING WOULD BE REALLY BAD!



WE HAVE TO BREAK THESE TABOOS AND MAKE A FUN GAME!

IT'LL BE A REAL CHALLENGE TO REVIVE HARA'S WORLD AND CHALLENGE THE TABOOS IN THIS PROJECT!

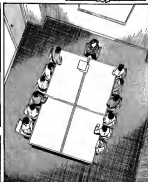


NO WAY! KOT'S NEVER MADE A D RATED GAME BEFORE!

WE'LL MAKE SURE CERO GIVES IT A D



北斗の拳×無双シリーズ! 北斗無双 第1巻





週刊 500 円 176



YOU NEED TO UNDERSTAND THE WORLD IT'S SET IN!

HAVE YOU EVEN READ THE MANGA?



THAT'S THE THIRD TIME TODAY...

DID HE GET MAD AT YOU AGAIN?



MR. KOINAKA DOESN'T WANT TO MAKE COMPROMISES TO ACHIEVE HIS GOAL



ANYTHING EVENLY SLIGHTLY OFF JUST WON'T DO

BLAH-BLAH BLAH BLAH



HAVEN'T YOU READ THE MANGA, EITHER?

BLAH BLAH BLAH BLAH



THE CHARACTER DESIGNS ARE DONE!

HIDE HE GOT



少年リーダム 第3巻 4月9日(金)発売



FRANKY,
IT'S LIKE HE'S
TELLING ME
TO APOLOGIZE!

AND JUST
LOOK AT
THESE RED
PEN CO-
RECTIONS!



AND I
NEVER KNEW
SOUTHER'S
EYELINER WAS
ACTUALLY A
TATTOO!

"THE WRINKLES
ON RACH'S
FOREHEAD ARE
THE SADNESS AND
HARDSHIPS OF
HIS BATTLES!
THEY'RE HIS
LIFE'S STORY!"



NO... I NEED
TO DO THIS...
IF I'M TO
ACHIEVE MY GOAL
AND BRING
PEOPLE BACK TO
VIDEO GAMES

I'VE...
I'VE BITTEN
OFF MORE
THAN I CAN
CHIEK...

I NEED TO
TURN THE
WORLD OF
HIDEOUT INTO
A GAME!

うきうきうき



I'LL GO
BEYOND
HARA'S EXPEC-
TATIONS!

I'M A
CREATOR,
TOO

BUT THERE'S
NO WAY I
CAN GET RID
OF THEM

KOEI'S GAMES
ALWAYS GO THROUGH
AN ALPHA AND
BETA VERSION
EVALUATION BEFORE
COMPLETION

ALPHA
VERSION
EVALUATION
MEETING









HE KNEW HE
HAD TO SEEK NEW
HEIGHTS IF HE WAS
TO BRING THE
GAMERS BACK...

THE GAME WAS
WELL-RECEIVED
AT THE ALPHA
EVALUATION, BUT
KOINUMA DIDN'T
FEEL SATISFIED

△次ページの合同プレゼント
キャンペーンへGO!!!!!!

ゲームクリエイターの
徹底的な追求が始まる!!



【先着順】
～ゲーム業界の最前線～

企画/おわり
SHIN TAGAMI



次号、後編/ユーザーの満足を得るための新たな挑戦とは?

北斗無双を創った男たち

—ゲーム業界の救世主—

THE MEN WHO CREATED HOKUTO MUSOU ヲツバパン
—SAVIORS OF THE GAMING WORLD— 高田寛典 監修

PART 2:
20 PAGES

BY HIROSUE ARIYUKI
special thanks KOEI



IF I AM TO
SUCCEED IN
BRINGING
BACK THE
GAMERS
FROM MY
GENERATION

I NEED
TO BE
SATISFIED
WITH IT....

THE GAME WAS WELL RECEIVED WITHIN THE COMPANY...
BUT KOINUMA AIMS TO MAKE IT EVEN BETTER!



I KNOW.
THIS ISN'T
GOING
TO BE
EASY...

MR.
KOH-
NAGAWA?

IT NEEDS
TO HAVE
MORE OF
THE HOKUTO
UNIVERSE
IN IT



わわわわわ



AND IT
WAS WELL-
RECEIVED
AT THE
EVALUATION

WE EVEN
HAD HARA
COOPERATE
WITH US...

BUT WE'VE
MADE IT
THIS FAR



THERE
MUST BE
SOMETHING
ELSE WE
CAN DO...!

WE NEED
TO OUTDO
OURSELVES!

BUT IF
I'M NOT
SATISFIED,
THEN I'M
SIMPLY
NOT SATIS-
FIED



I NEED
TO FIND
THAT
SOME-
THING,
AND...



I LOOK
FORWARD
TO SEEING
KOEI'S OWN
CREATION
IRRESPECTIVE
OF MY WORK

I MADE
A LOT OF
SUGGES-
TIONS,
BUT...

HARA
TESTUO



WHAT
MORE
COULD A
CREATOR
ASK FOR!



"TO
KOEI'S
OWN..."

"LOOK
FORWARD..."

I'M GONNA
SURPASS
HARA'S EX-
PECTATIONS!

I'M A
CREATOR
TOO



"CREA-
TION..."

CREA-
TION...

KOEI'S
CREA-
TION!







FROM
NOW ON, I
WANT HOKUTO
MUSOU TO
FEEL LIKE A
MUSOU GAME

[HTTP://WWW.HOKUTOMUSOU.COM](http://www.hokutomusou.com)



...HUNT



IF ANYONE
HAS ANY
OBJECTIONS,
YOU'RE FREE
TO LEAVE

BUT MR.
KONUMI,
YOU WERE
THE ONE WHO
TOLD US
TO "FORGET
MUSOU..."

THAT'S RIGHT!
CREATORS ARE
SUPPOSED TO
SURPASS WHAT
IS ALREADY
THERE, AREN'T
THEY?

YOU
CAN'T BE
SERIOUS!

AFTER
ALL OUR
HARD
WORK!

WHA
AAA
IT

OUR SYNERGY
MUST SURPASS
ALL EXPECTA-
TIONS!

WE MUST STAY
TRUE TO THE
ORIGINAL WORK
WHILST DELIVERING
THE THRILL OF
A MUSOU GAME!
WE HAVE TO
CREATE A
FUSION OF
BOTH!

PHEN...
THAT
MEANS WE
REALLY
GET TO
SHOW
OFF OUR
SKILLS!

OH

HE HASN'T
BUDGED AN
INCH FROM
HIS GOAL OF
"MAKING A
FUN GAME",
HAS HE?

DON'T YOU
THINK MR.
KOMURA'S
BEING A
LITTLE
IMPISIVE
HERE?

NO, NOT
AT ALL

WE NEED TO
DO THIS RIGHT
IF WE ARE TO
BRING THE
GAMERS BACK!

WE'RE
DOING
IT OVER!
LET'S DO
THIS!

おお

あ



THEY SOUGHT
TO CREATE AN
ENTERTAINING
GAME WITH ALL
THE BELLS AND
WHISTLES...
THEY SOUGHT,
HOKUTO MUSOU!

AND SO
THE GAME'S
DEVELOPMENT
SWITCHED FROM
BEING OVERLY
FAITHFUL TO THE
ORIGINAL WORK TO
BECOMING A
FUSION WITH THE
MUSOU SERIES



THE HOKUTO
WORLD HAS
AURAS IN IT



I'VE JUST
THOUGHT
OF A GOOD
SOLUTION TO
THE UNARMED
COMBAT
PROBLEM



AND THAT'LL
GIVE IT THE
INTENSITY OF A
MUSOU GAME!

SO IF WE USE
THOSE AURAS
AS WEAPONS,
WE CAN
STAY TRUE
TO HOKUTO!



IT'S
COMING
ALONG
RATHER
WELL

HOW'S
THE ORIGINAL
MODE COMING
ALONG?

THIS WOULD
INTRODUCE THE
"DREAM MODE"
WITH A STORY
ORIGINAL
TO THE GAME



THE NEXT
STEP WAS TO
CREATE AN
ORIGINAL MODE



©2004 SHUEI SHINSHU SHINSHU 19

THIS WILL
DEFINITELY
WORK!

I'M
GETTING
THE
CHILLS...

THE FANS
WILL LOVE
THESE DREAM
MATCHES



「ロビンヒルトン」

北斗の拳×無双シリーズ!

第19巻

北斗の拳×無双シリーズ!

4月6日 全発売



THAT WAS
WHEN THEY
DECIDED TO
ANNOUNCE
HOKUTO
MUSOU
PUBLICLY

AND AS THE GAME
DREW CLOSER TO
ITS COMPLETION,
MORE AND MORE
ORIGINAL AND
ADDITIONAL THRILLS
WERE ADDED TO
THE RECREATED
WORLD OF HOKUTO



WE'LL JUST
HAVE TO MAKE
THEM A MOVIE
TRAILER

WE CAN'T
SHOW THEM
THE UNFINISHED
SCENES YET



MEANWHILE,
THE MOVIE
TRAILER WAS
ALSO PUT
ONLINE FOR
ALL TO SEE...



BUT
THE CROWDS
INSTANTLY
RECOGNIZED THE
SEVEN STARS
OF HOKUTO ON
THE KOBI LOGO...

AND WERE
FILLED
WITH UTTER
EXCITEMENT!



AND IT
WENT OUT
WITHOUT
A TITLE...

THE MOVIE
TRAILER ONLY
LASTED FOR
TWENTY
SECONDS...



ALL THAT
BUZZ FROM
A MOVIE
TRAILER WITH
NO TITLE!

I'M SURE YOU
KNOW ALREADY
BUT WE'VE
GOT AN INSANE
AMOUNT OF
INQUIRIES!



MR.
KOINUMA!



PEOPLE
AROUND THE
WORLD ARE REALLY
EXCITED ABOUT IT
AND WE'VE SEEN
A BIG INTEREST
COMING FROM
EUROPE AS
WELL

IT'S THE
TALK OF
THE TOWN
ON THE
INTERNET
TOO!



IF YOU
DON'T,
WE FROM
THE PR
DEPARTMENT
WILL BE
IN DEEP
TROUBLE!

HURRY UP
AND PICK
A RELEASE
DATE!

WE MUST
EXCEED ALL
EXPECT-
ATIONS!
THAT'S THE
HOLEY
PRINCIPLE
WE'RE ARE!



WE
HAVE
TO
STAY
FOCUSED
...

WE CAN'T
GET EXCITED
OVER THE
PUBLIC'S
INTEREST!

WELL,
WE DIDN'T
EXACTLY
HIDE THE
FACT THAT
IT'S A
HOKUTO
GAME



I JUST HOPE
THE REST OF
THE TEAM
WOULDN'T
GET CARRIED
AWAY...



ALL THE GAMING
MAGAZINES HAVE
IT AS ONE OF
THE MOST
ANTICIPATED
TITLES

EVERYONE
KNOWS
EXACTLY
WHAT YOU
WANT, MR.
KOINUMA



EVERY-
ONE'S
WORKING
HARD...



WE'RE THE
CREATORS
YOU CHOSE,
MR. KOINUMA



MR.
KANO

YEAH
YEAH...
WE KNOW,
WE KNOW



YOU ALL
HAD BETTER
WORK AS
HARD AS
POSSIBLE!

THE PR...
AAAAAA
AAHHHH...



MR. KOINUMA!
DIDN'T YOU
HEAR ME?
YOU HAVE TO
PICK A RELEASE
DATE!

I COULDN'T
CARE LESS
WHAT THE
OTHER DE-
PARTMENTS
WANT!



WE NEED TO
SPEND AS
MUCH TIME AS
NECESSARY TO
CREATE A QUALITY
PRODUCT GAMERS
WILL ENJOY!



ISN'T
THAT
GOING TO
MAKE
THINGS
WORSE...

WE HAVE
TO DELAY
THE RELEASE
FOR AS
LONG AS
POSSIBLE

EVERYONE INVOLVED
IN HOKUTO MUSOU
HAVE POURED EVERY-
THING THEY'VE
GOT INTO IT

THE EASIER
IT'LL BE
FOR YOU TO
SELL IT!

THE MORE
HOKUTO
MUSOU
EXCEEDS
EXPEC-
TATIONS...

ISN'T
THAT A
BIT TOO
EXTREME
?!



BUT WE
CAN'T DO
ANYTHING...
WITHOUT
RELEASE
DATE

「ワッドストック」

渡辺 哲

第 8 巻

北斗無双シリーズ 第8巻

4月9日 金 発売

EARLY
MORNINGS,
MARCH 25,
2010

AND SO,
THE TIME
FINALLY
CAME



WE
SAVE IT
OUR ALL



SURE
IS NERVE-
WRACKING



WHAT
A CLEAR
JUDGMENT
IT WILL BE

LIES AROUND
THIS CORNER

THE FATE
OF OUR
WORK...



WILL HORUTO
AND MUGEN
BE ABLE TO
BRING THEM
BACK...?

WILL THE
GAMERS
FROM MY
GENERATION
RETURN?





THERE WAS
A LONG LINE
OF PEOPLE
WAITING FOR
HOKUTO MUSOU





**HOKUTO
MUSOU WENT
ON TO SELL
500 THOUSAND
COPIES ON
ITS RELEASE
DATE ALONE!**



**IT WAS
A GREAT
SUCCESS!**

次ページの発売記念合同プレゼントキャンペーンへ GO!!!!





SCANNER: ABESHI!!

TRANSLATOR: SYSTEMATICCHAOS

PROOF READER: LOVEROFHOKUTO

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